Zach Schneider

CS450 Final Project Proposal

[schneidz@oregonstate.edu](mailto:schneidz@oregonstate.edu)

**The Battle of Wolf 359**

For my final graphics project, I'd like to replicate a miniature version of The Battle of Wolf 359 from Star Trek: TNG. My scene will involve 3 starships: One Borg cube and 2 Starfleet ships. The ships will be flying around each other (likely the 2 ships flying in a circle around the cube) firing phasors and torpedoes at each other.

The cube will be a simple cube model, with a ship texture placed on all sides of it. The starships will either be created as .obj files in Blender or imported from free 3D modeling sites. I will attempt to apply appropriate textures to the starships as well. The phasors and torpedoes will be animated, flying towards to opposing ships. These weapons will be light sources, and I will apply shader lighting if possible, but will revert to the previous method of OpenGL lighting if that proves too difficult. These lighting effects will illuminate the various ships, in addition to an ambient light source (perhaps a nearby star).

If time allows, I’ll add extraneous features such as a starry background, explosions on weapon impact, more elaborate ship movement animations, etc.